In the Claims:

Please amend Claims 1 and 14, add Claims 23-24, and cancel Claims 12-13. Applicant respectfully reserves the right to prosecute any originally presented claims in a continuing or future application.

1.   (Currently Amended) A method for managing audio devices located at a live event during the live event, comprising:

capturing video content of the live event at a first location, the video content having pixels associated with a plurality of the audio devices located at the first location;

providing the video content of the live event captured at the first location to a user at a second location during the live event;

receiving a selection of a first group of pixels, the selection made by a user during the live event, the first group of pixels within the video content;

selecting the audio device at the first location associated with the first group of pixels; and

providing live audio from the selected audio device at the first location to the user at the second location.

2-4.   (Canceled)

5.   (Previously Presented) The method of claim 1 wherein selecting the audio device includes:

selecting a plurality of audio devices at the first location associated with the first group of pixels;

comparing parameters for each audio device; and

selecting one of the plurality of audio devices.

6.   (Original) The method of claim 5 wherein the parameters include signal to noise ratio.

7.   (Previously Presented) The method of claim 1 wherein selecting the audio device includes:

determining that no audio device is associated with the selected first group of pixels; and

determining an alternative audio device to operate as the audio device associated with the selected first group of pixels, the alternative audio device configured to capture audio associated with selection of the first group of pixels.

8.   (Previously Presented) The method of claim 1 wherein providing audio includes:

providing 2-way audio between the user and a second user, the user located at a remote location and the second user located at the first location associated with the video content.

9.   (Previously Presented) The method of claim 1, further comprising:

automatically selecting a second group of pixels, the second group of pixels associated with a second weight and selected as a result of detecting motion in the video content, the first group of pixels associated with a first weight, wherein providing audio includes:

providing audio from the audio device associated with the group of pixels associated with the highest weight.

10-11. (Canceled)

12-13. (Canceled)

14.   (Currently Amended)   A computer program product for execution by a computer for managing audio devices located at a live event during the live event, the function comprising the steps of:

computer code providing video content of the live event at a first location, the video content having pixels associated with a plurality of the audio devices located at the first location;

computer code providing the video content of the live event captured at the first location to a user at a second location during the live event;

computer code for receiving a selection of a first group of pixels, the selection made by [[a]] the user during the live event, the first group of pixels within the video content;

computer code for selection of an audio device at the first location associated with the first group of pixels; and

computer code for providing live audio from the selected audio device at the first location to the user at the second location.

15-16. (Canceled)

- 3 -

17.   (Previously Presented) The computer program product of claim 14 wherein computer code for selection of an audio device includes:

computer code for selecting a plurality of audio devices at the first location associated with the first group of pixels;

computer code for comparing signal-to-noise ratios for each audio device; and

computer code for selecting one of the plurality of audio devices.

18.   (Previously Presented) The computer program product of claim 14 wherein computer code for selection of an audio device includes:

computer code for determining that no audio device is associated with the selected first group of pixels; and

computer code for determining an alternative audio device to operate as the audio device associated with the selected first group of pixels, the alternative audio device configured to capture audio associated with selection of the first group of pixels.

19.   (Previously Presented) The computer program product of claim 14, further comprising:

computer code for automatically selecting a second group of pixels, the second group of pixels associated with a second weight and selected as a result of detecting motion in the video content, the first group of pixels associated with a first weight, wherein providing audio includes:

providing audio from the audio device associated with the group of pixels associated with the highest weight.

20.   (Previously Presented) The method of claim 1 wherein selecting the audio device includes:

automatically selecting one of the plurality of audio devices based on the first group of pixels.

21.   (Previously Presented) The method of claim 20 wherein the automatically selecting one of the plurality of audio devices includes:

selecting audio devices, wherein each of the audio devices are configured to capture audio associated with the location corresponding to the first group of pixels;

determining the signal to noise ration for each of the audio devices; and

selecting the audio device having the highest signal to noise ratio.

- 4 -

22. (Previously Presented) The computer program product of claim 14, further comprising:

providing 2-way audio between the user and a second user, the user located at a remote location and the second user located at the first location association with the video content.

23. (New) A method for managing audio devices located at a live event during the live event comprising:

capturing video content of the live event at a first location, the video content having pixels associated with a plurality of audio devices located at the first location;

providing the video content of the live event captured at the first location to a user at a second location during the live event;

receiving a selection of a first group of pixels, the selection made by the user during the live event, the first group of pixels within the video content;

selecting the audio device at the first location associated with the first group of pixels; and

providing two-way communication between the user at the second location and the audio device at the first location.

24. (New) The method of claim 1 wherein the audio device includes a far-field microphone and a close-talking microphone.

- 5 -